**Feedback for Max**

1. **Instructions**

* Move the figure with the screen example to a separate screen.
  + The first page only has the instructions paragraph.
  + In the second page, just present the screenshot but remove the green captions that explain the elements in the screen example. It’s self-explanatory.
* Split the instructions for the game pause instructions and the attentional check into two separate screens.
* Please refer to the note at the bottom to use the wordings Rich suggested for the “pause” screen.
* Include in the attentional check instructions the scoring dynamics. 1 point will be deducted the first time they fail the attentional check, and this penalty will increase with successive errors.

1. **Attentional check**

* Include a fixation cross which will randomly transform into a shape for a duration of 1 second. The onset of the shape varies randomly from trial to trial. In other words, this shape is not fixed; it will suddenly disappear to give way to the fixation cross again.
* The onset of the shape is restricted to 3 seconds after the travel duration starts up to 3 seconds before the duration ends. In the last 3 seconds, provide the attention check question (E.g.: “What shape did you just see at the position of the fixation cross? A) Circle B) Triangle C) Square)

1. **Categories**

* Discard countries as a category

1. **Post-Game Questionnaire**

* Change all the response scales to 5-point Likert scale options.
* Name all the options. For e.g. for Q 2 (Never / less than half of the time / Half of the time / More than half of the time / Always)
* Change question 4 to "How many categories were difficult to understand?" And ask them to list the categories that were most difficult to understand.

1. **Bonus (This needs more work)**

* Determine the criteria for giving a performance bonus and how to explain it in the instructions

POINT ACCUMULATION ON HOLD!

Prepare for the next category

Remember to keep an eye on the shape that will appear below